Magic Mids

A game for the piecepack and Icehouse by Ken Leyhe
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2-4 players

Objective

The ancient mages used monolithic pyramids to power their magic, the more pyramids the more power they held in their grasp. For centuries wars were waged, with thousands of lives lost. Then 50 years ago the arch-mage, Gammar the Red, came across a way to end the wars. Gammar found a way to channel the energies of the great pyramids into smaller versions that could be carried. The pyramids' smaller cousins were soon referred to as mids, and each mid's size determined the power contained inside. With this representation of a mage's power, it was no longer necessary to fight over who was the strongest mage and The Mid Challenge was born. Every five years all of the mages in the land come together to take part in the challenge to determine who is strongest and more importantly who has the cunning and skill to use their power. The first mage to have all of their mids into play is declared the Grand-Magus.

Equipment

1 piecepack
2 - 4 Icehouse stashes of different color, 1 for each player

Setup

1. Each player selects a stash of pyramids (mids) and takes the number of pieces as determined by the number of players.

# of Players	Total Mids	Small Mids	Medium Mids	Large Mids
2	15	5	5	5
3	11	3	5	3
4	8	2	4	2

2. Take out one set of tiles with the numbers 2, 3, 4, and 5 on them and set them face-up to be the headers of four columns.
3. Line the rest of the tiles facedown to form a board with 4 columns of 5 rows under the headers. The headers are not part of the board they are only used to label the rows.
4. Three piecepack dice are used for play.

Play

1. The oldest player goes first.
2. On a player's turn he rolls the dice and places a mid according to his roll.

Die Roll	Result
Blank Die	A blank die copies the roll of any die rolled. (The rest of the roll results assume that blanks have been accounted for. i.e. two Aces could be an Ace and a blank.)
3 Blanks	Place any size mid on any unoccupied square and roll again.
2 Aces	Place a small mid in an unoccupied square in the column of the third die, i.e. you roll two Aces and a 4, you place a small mid in column 4.
3 Aces	Place a small mid on any unoccupied square.
Doubles (except Aces)	Place a medium mid in any unoccupied square of the column rolled, i.e. you roll double 4s and a 2, you place a medium mid in column 4 and the 2 is ignored.
Triples (except Aces)	Place a large mid in any unoccupied square of the column rolled, i.e. you roll triple 5s, you place a large mid in column 5.
Any Other Roll	Any other combination or dice, results in the player not making a play this turn.

3. If a player has run out of a certain size mid and by result must play that size he cannot make a play this turn.
4. Capturing an opponent's mids.
   A. You can capture your opponent's mids by placing a mid so that his single mid is bordered at both ends by two of your own, and your mids have more power then the mids they are surrounding.
      1. Mids have power equal to the number of pips on a side. (1 for small, 2 for medium, 3 for large.)
      2. Multiple mids can be captured at once as long as your mids have more power than the mids they are capturing.
      3. Mids can be captured in any direction: diagonal, horizontal or vertical.
      4. A capture move can wrap around the top and bottom of the board as well as the sides, so there is no safe space on the board.
      5. A player cannot capture his own mids.
      6. A mid placed between an opponent's mids is safe from capture from those mids.
5. Captured mids are returned to their owner for future placement.

Winning
Be the first player to place all of your mids on the board and you win.